

SECRET/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER: 9001-B SESSION NUMBER: 01
DATE OF SESSION: 6 FEB 90 DATE OF REPORT: 9 FEB 90
START: 1302 END: 1348
METHODOLOGY: ERV VIEWER IDENTIFIER: 011

SG1A

SG1A

1. (S/NF/SK) MISSION: Determine and describe the target location of a target personality identified

2. (S/NF/SK) VIEWER TASKING: Utilizing Encrypted Coordinates 641203/265551, describe the current residence of an identified target personality.

3. (S/NF/SK) COMMENTS: No inclemencies noted. A Summary of Information is attached to this report. Given the choice of determining if the target personality were "either at location a or location b", 011 elected to describe the current location of the target personality and allow the customer to make the determination whether such a description matched a location where the target personality may be using.

4. (S/NF/SK): EVALUATION: ?

5. (S/NF/SK) SEARCH EVALUATION:

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CLASSIFIED BY: DIA (DT)
DECLASSIFY: OADR

*Customer provides no
answers to the query*

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SUMMARY OF INFORMATION

THE TARGET PERSONALITY IS RESIDING IN A ROOM/APARTMENT SITUATED OVER A SMALL CAFE. THIS CAFE IS LOCATED WITHIN A RURAL-LIKE VILLAGE AND OVERLOOKS A PARK-LIKE SQUARE. THIS VILLAGE IS ADJACENT TO A MAJOR HIGHWAY, ALONG WHICH IS A RURAL BUS ROUTE. TARGET PERSONALITY OFTEN USES THE BUS TO GET TO AND FROM THIS LOCATION. HE NORMALLY CATCHES THE BUS AT THE BUS STOP AT ANNOTATION 7, SKETCH #3. THE BUS IS LIGHT-BLUE IN COLOR AND LOOKS LIKE AN OLD BEAT-UP SCHOOL BUS.

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SKETCH * 1

INSIDE VIEW OF CAFE'

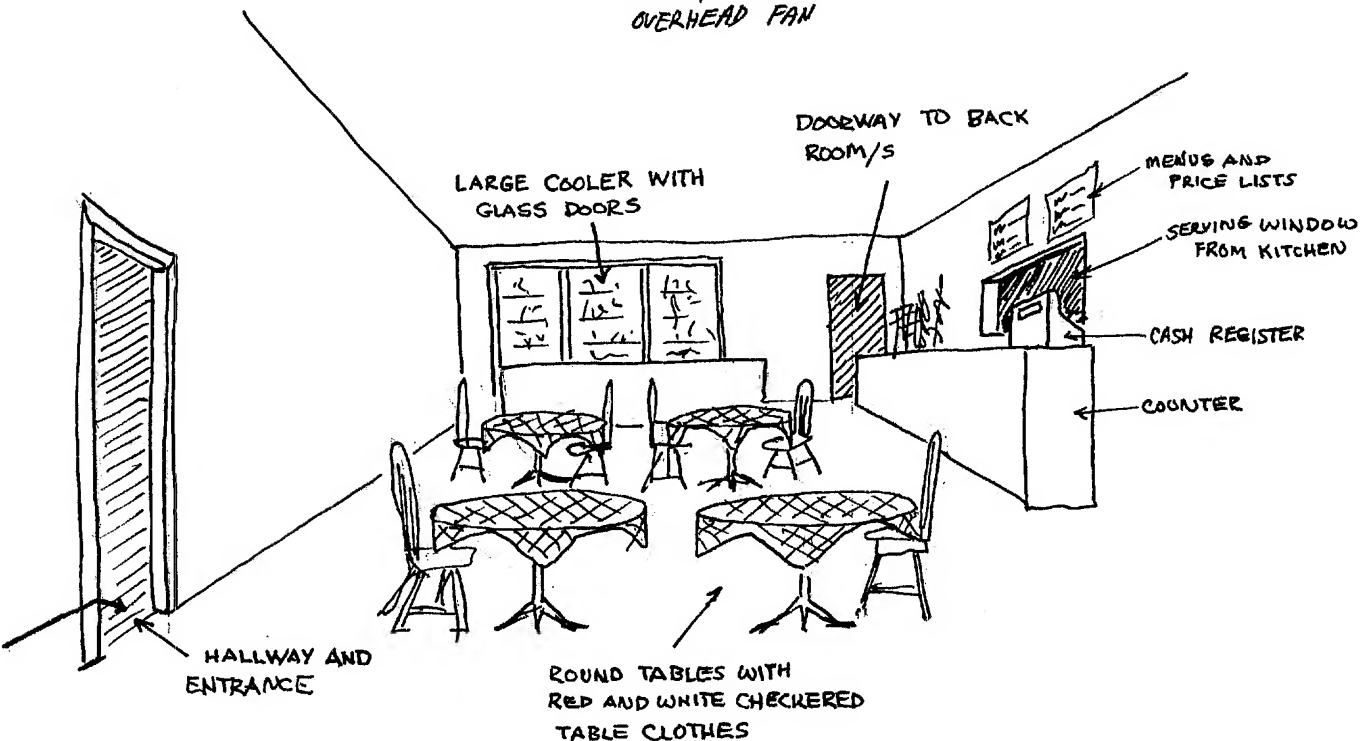
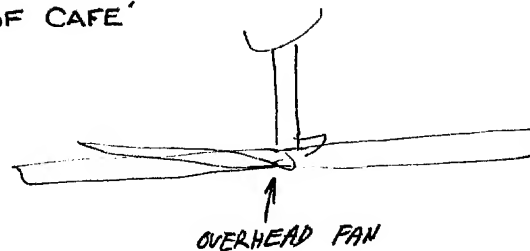
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INSIDE OF CAFE'-LIKE RESTAURANT FROM THE BENCH/BOOTH AND TABLE LOCATED NEXT TO THE LARGE WINDOW, IN FRONT, WHICH OVERLOOKS THE PARK/VILLAGE SQUARE. THIS IS WHERE TARGET PERSONALITY USUALLY SITS. TARGET PERSONALITY LIVES UPSTAIRS FROM THIS ESTABLISHMENT.

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SKETCH #2

OVERHEAD VIEW OF TGT STRUCTURE AND IMMEDIATE AREA

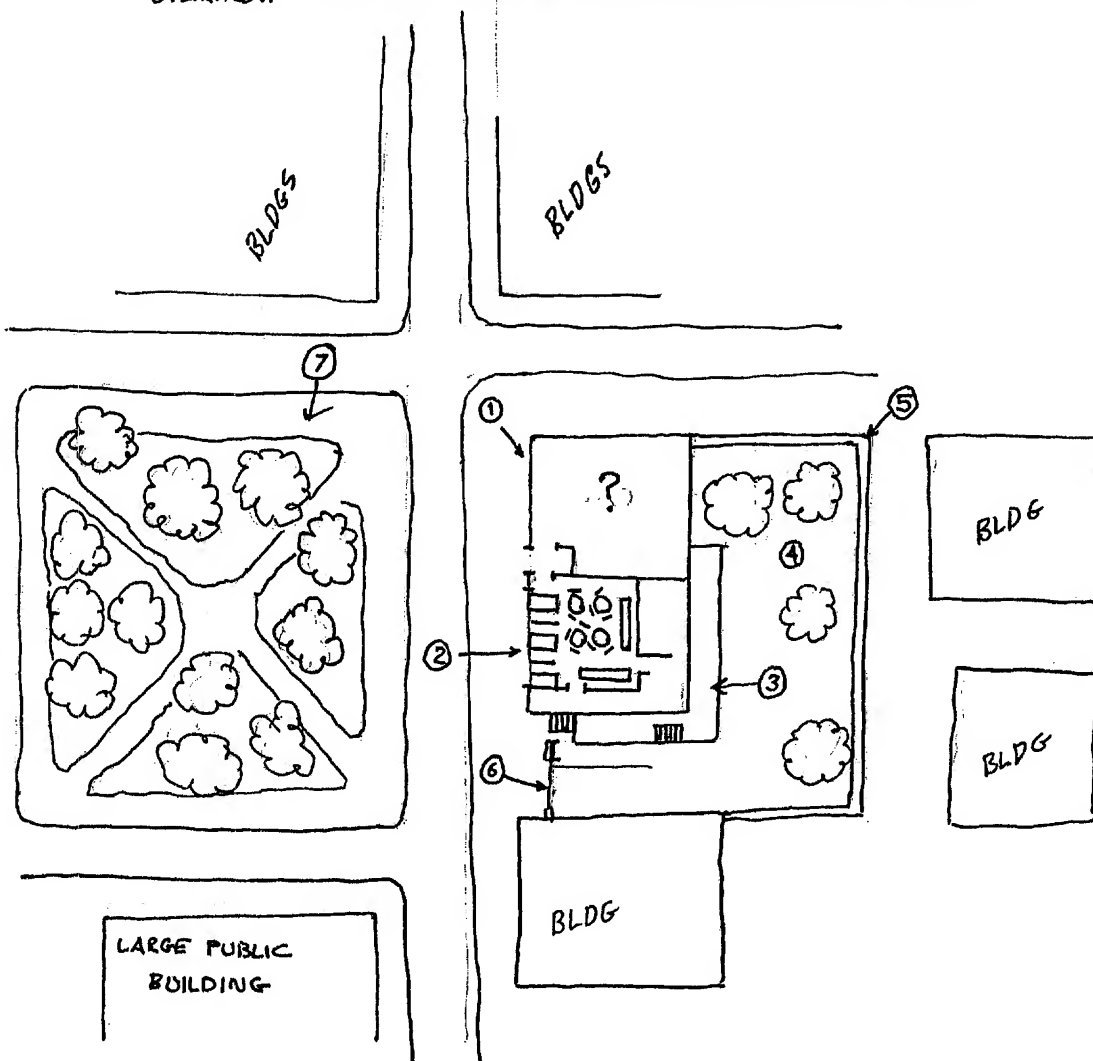
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① TARGET STRUCTURE

② CAFE' WITH LRG WINDOW OVERLOOKING PARK-LIKE SQUARE (SEE SKETCH #1 FOR INTERIOR)

③ SECOND STORY PORCH/BALCONY (TARGET PERSON LIVES IN AN APARTMENT HERE)

④ COURTYARD

⑤ MASONRY WALL

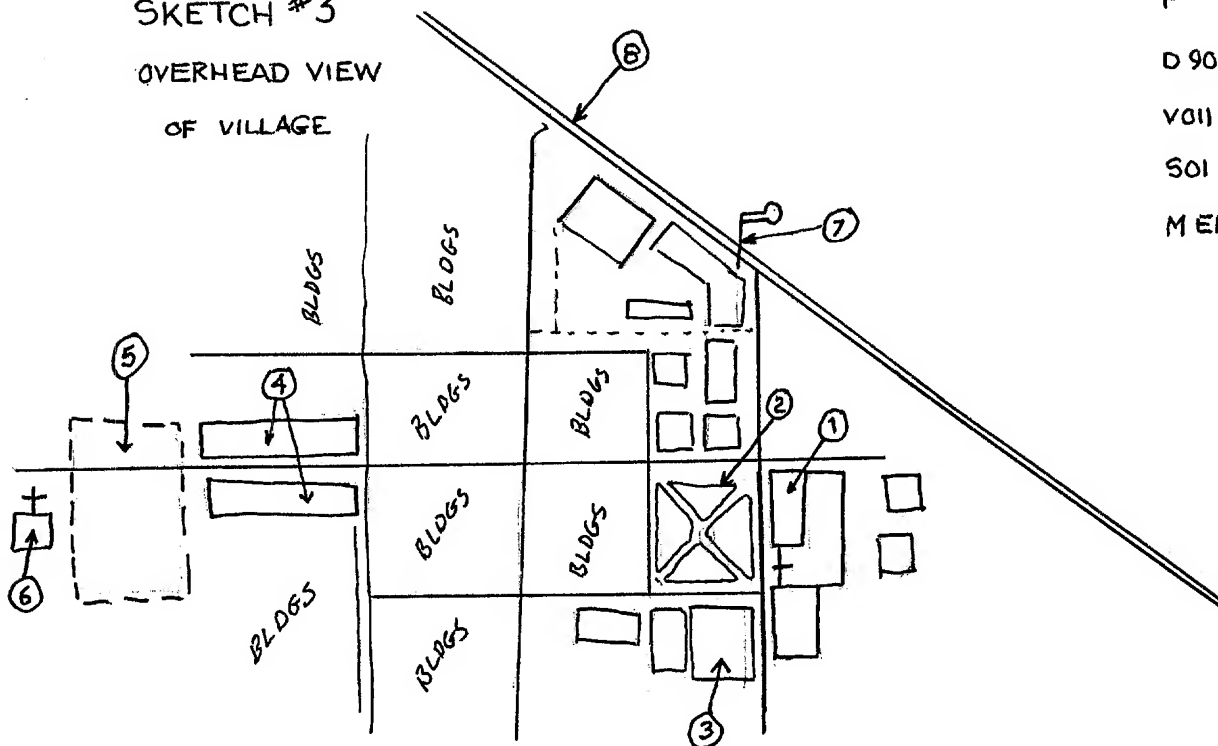
⑥ DRIVEWAY WITH METAL GATE

⑦ PARK-LIKE SQUARE WITH BENCHES

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SKETCH #3
OVERHEAD VIEW
OF VILLAGE



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- ① TGT STRUCTURE WITH CAFE' AND 2ND STORY ROOMS/APARTMENTS (SEE SKETCHES #1 AND #2).
- ② PARK-LIKE SQUARE
- ③ MUNICIPAL BLDG
- ④ SHOPS AND STORES
- ⑤ OPEN MARKET PLACE
- ⑥ CHURCH
- ⑦ BUS STOP (RURAL RTE)
- ⑧ MAJOR ROAD/HIGHWAY

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